

RENDERING METHODS FOR FULL PARALLAX
AUTOSTEREOSCOPIC DISPLAYS

ABSTRACT

5 A method of rendering image data for full parallax
autostereoscopic displays. The method is based on a double
frustrum camera technique, where two cameras provide image
data from opposing sides of an image plane. The near
clipping plane is located on the image plane. The distance
10 between the near clipping plane and the eyepoint of the
camera frustra is adjusted to minimize or avoid clipping.

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